

WHAT IS CLAIMED IS:

Sub 1
An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., comprising:

a main heading section of a plurality of basic examples of problem points;
a concrete subheading menu which is displayed by clicking these basic examples of problem points; and
an electronic apparatus means by which the improved performance of an instructor can be recorded, edited and searched, wherein
by clicking the above described main heading section and subheading section, concrete examples of problem points and methods for overcoming those problems are presented in images, and displayed as diagrammatic representation and/or letters, speech sound, or the like.

- 0948367-050401
2. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 1, characterized in utilizing a DVD (digital video disc) system as a means of recording, editing, processing through operations and searching the data of the said examples of individual problem points as well as methods for improvement.
 3. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 1, characterized in utilizing an Internet system, as a means of recording, editing, processing through operations and searching the data of the said examples of individual problem points as well as methods for improvement.
 4. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 1, characterized in utilizing a computer system, as a means of recording, editing, processing through operations and searching the data of the said examples of individual problem points as well as methods for improvement.

5. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 1, characterized in that, as for the images of methods of improvement shown in the said Claim 1, when the learner looks at the display of the overlapping lines or grid lines on those images, which make up the criteria, the learner can be made to understand the proper method for improvement.
6. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 2, characterized in that, as for the images of methods of improvement shown in the said Claim 1, when the learner looks at the display of the overlapping lines or grid lines on those images, which make up the criteria, the learner can be made to understand the proper method for improvement.
7. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 3, characterized in that, as for the images of methods of improvement shown in the said Claim 1, when the learner looks at the display of the overlapping lines or grid lines on those images, which make up the criteria, the learner can be made to understand the proper method for improvement.
8. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 4, characterized in that, as for the images of methods of improvement shown in the said Claim 1, when the learner looks at the display of the overlapping lines or grid lines on those images, which make up the criteria, the learner can be made to understand the proper method for improvement.
9. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 1, characterized in that the plurality of images of the examples of problem points in the methods of improvement, the methods of improvement, or the like, as shown in Claim 1, are displayed, respectively, without overlap and by comparing and contrasting the differences in the respective images the learner can be made to understand thereof.

10. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 2, characterized in that the plurality of images of the examples of problem points in the methods of improvement, the methods of improvement, or the like, as shown in Claim 1, are displayed, respectively, without overlap and by comparing and contrasting the differences in the respective images the learner can be made to understand thereof.
11. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 3, characterized in that the plurality of images of the examples of problem points in the methods of improvement, the methods of improvement, or the like, as shown in Claim 1, are displayed, respectively, without overlap and by comparing and contrasting the differences in the respective images the learner can be made to understand thereof.
12. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 4, characterized in that the plurality of images of the examples of problem points in the methods of improvement, the methods of improvement, or the like, as shown in Claim 1, are displayed, respectively, without overlap and by comparing and contrasting the differences in the respective images the learner can be made to understand thereof.
13. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 5, characterized in that the plurality of images of the examples of problem points in the methods of improvement, the methods of improvement, or the like, as shown in Claim 1, are displayed, respectively, without overlap and by comparing and contrasting the differences in the respective images the learner can be made to understand thereof.
14. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 6, characterized in that the plurality of images of the examples of problem points in the methods of improvement, the methods of improvement, or the like, as shown in Claim 1, are displayed,

respectively, without overlap and by comparing and contrasting the differences in the respective images the learner can be made to understand thereof.

15. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 7, characterized in that the plurality of images of the examples of problem points in the methods of improvement, the methods of improvement, or the like, as shown in Claim 1, are displayed, respectively, without overlap and by comparing and contrasting the differences in the respective images the learner can be made to understand thereof.
16. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claim 8, characterized in that the plurality of images of the examples of problem points in the methods of improvement, the methods of improvement, or the like, as shown in Claim 1, are displayed, respectively, without overlap and by comparing and contrasting the differences in the respective images the learner can be made to understand thereof.
17. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claims 1 to 16, characterized in having, as for the images shown in said Claim 5, still images and/or moving images.
18. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claims 1 to 17, characterized in being able to be recorded, as shown in said Claim 6, on a recording medium, including paper and, by serving as a reference, later enabling the learner to understand his improvement.
19. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claims 1 to 18, characterized in that problem examples, as shown in said Claim 1, are of an individual sport, as represented by golf, fishing, tennis, table tennis, or the like.

20. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claims 1 to 19, characterized in that problem examples, as shown in said Claim 1, are of a team sport, as represented by baseball, soccer, basketball, or the like.
21. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claims 1 to 20, characterized in that problem examples, as shown in said Claim 1, are of a combative sport, as represented by sumo, wrestling, judo, boxing, or the like.
22. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claims 1 to 21, characterized in that problem examples, as shown in said Claim 1, are of an outdoor sport, as represented by surfing, skiing, skating, swimming, or the like.
23. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claims 1 to 22, characterized in that problem examples, as shown in said Claim 1, are of sports where an object is pursued, as represented by fishing, hunting, or the like.
24. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claims 1 to 23, characterized in that problem examples, as shown in said Claim 1, are of hobby games and amusements, as represented by go, chess, shogi, dance, billiards, or the like.
25. An instructional method for sports, hobbies, amusements and for other activities in the daily environment, etc., according to Claims 1 to 24, characterized in that problem examples, as shown in said Claim 1, are of activities in the daily environment, as represented by various types of medical treatments, beauty treatments, weight training, flower arrangement, floral art, cooking, or the like.

Handwritten signature or initials.